

GAME BOY ADVANCE

AGB-B3XE-USA



THE OFFICIAL GAME

INSTRUCTION BOOKLET

ACTIVISION

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Eye or muscle twitching

Loss of awareness

Altered vision

Involuntary movements

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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Descriptors

**Fantasy Violence
Language**

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Rev-D (L)

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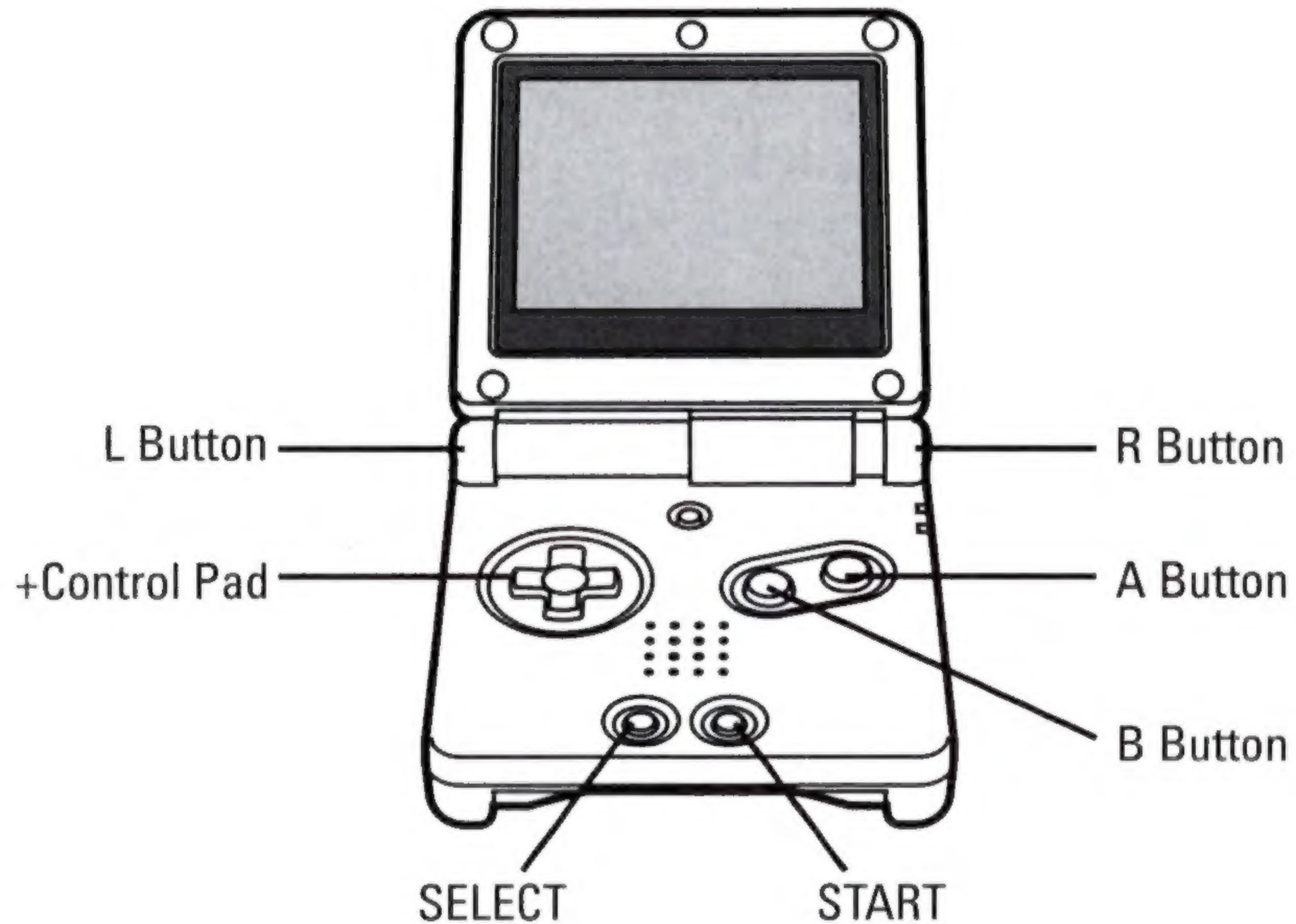
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Getting Started

1. Make sure the power switch is OFF.
2. Insert the *X-Men™: The Official Game* Game Pak into the Game Boy® Advance slot as described in your instruction manual.
3. Turn the Power Button ON.

NOTE: The X-Men: The Official Game Game Pak is for the Game Boy® Advance system only.

Game Boy® Advance Controls



Welcome, Professor...

Colonel William Stryker,[™] in a daring raid on the Xavier School for Gifted Youngsters, acquired two core components of Cerebro, the X-Men's Mutant Tracking and their Identification System, as well as taking hostage a handful of the student body. With these components Stryker was able to create a crude but working version of Cerebro, for his own dark purposes. A combined strike force consisting of the X-Men[™] and the Brotherhood[™] were able to retrieve the kidnapped children, and halt Stryker's plans in the offing. This victory was not without its price, as the X-Men were forced to pay in the most precious coin of all. Friend, teacher, colleague and more, Jean Grey sacrificed her life so the X-Men could escape and carry on Charles Xavier's dream of peaceful co-existence between human- and mutant-kind.

Now the X-Men must journey back to Alkali Lake for the missing Cerebro components. What they find there will shock them to their core. Ghosts from the past are still very much alive, and it's business as usual at Alkali Lake. The X-Men will soon discover that the facility itself isn't the only thing seemingly resurrected from the dead...

As the battle lines are once again drawn among the X-Men, the Brotherhood and all mankind learn why Nightcrawler™ doesn't stand with his new allies on the eve of their darkest hour. Experience epic Super Hero action, interconnecting storylines, fierce enemy battles, and a climactic ending that sets the stage for the earth-shattering events in *X-Men™: The Last Stand*.

Character Controls

Each of the X-Men have comparable control schemes, but specific attacks will differ between characters.

Playable Characters

Button

Move

+Control Pad ←/→ Move Left/Right

+Control Pad ↓ Crouch

A Button Jump

B Button Attack

L Button Swap X-Men

R Button	Activate Charge Attack
START	Pause Game
B + A Buttons	Strong Attack (Wolverine™ + Colossus™) Ice Projectile (Iceman™) Teleport (Nightcrawler™)
A Button, then B Button	Mid-air Attacks
B Button (repeated)	Melee Attack
+Control Pad ↑ + B Button	Upward Attack
+Control Pad ↓ + B Button	Downward Attack
B Button, then +Control Pad Away	Throw (Wolverine + Colossus) Ice Launch (Iceman) Tail Toss (Nightcrawler)

Wolverine

The toughest of the available X-Men, Wolverine is selectable from the start of the game. He moves fast and has average-strength attacks and good maneuverability. Wolverine is an ideal character for running around the screen and taking out a wide variety of enemies. He possesses an enhanced healing factor that allows him to recover slowly from most injuries.

Colossus

The strength of the team, Colossus is selectable from the start of the game. Colossus has the power to transform his skin into an organic steel mesh that makes him the strongest member of the team, although he moves slower and jumps lower than the other X-Men. Colossus' strength allows him to break through some walls.

Iceman

The quiet and dedicated member of the team, Iceman is selectable from the start of the game. He has the ability to manifest ice and snow and attack enemies with ice bursts. Iceman's basic attacks are not as strong as those of Wolverine or Colossus, however, he's able to take out enemies from afar by launching icy projectiles.

Nightcrawler

Nightcrawler (Kurt Wagner) is unlocked as you progress through the game. He's the fastest X-Men character, and can jump the highest and farthest. He has substantial abilities in acrobatic arts, as well as the ability to teleport through walls. Be sure to keep a lookout for the areas only Nightcrawler can access!

On-Screen Display

The On-Screen Display is made up of the following elements:

Character Portrait – At the upper-left area of the screen, a small portrait of the character being played will be displayed. This indicates which character you're currently controlling.

Health Meter – To the right of the character portrait is the corresponding health meter. The meter will fill or drain based on how much damage the character takes and what power-up items they come across. A completely red bar means full health. When the health meter is filled, health power-up items cannot be collected. This will prompt you to swap to another wounded X-Men character.

Charge Meter – Similar in shape to the health meter, the charge meter fills with a light blue color. You can fill up to four charge meters at one time. When the fourth one is filled, you're no longer earning charge bars. As soon as you use one charge meter, you can begin earning more charge bars.

Quick-Swap Character Portrait – Below the currently controlled character's portrait, a portrait of the next character in line is displayed. By tapping the **L** Button, you'll swap characters and the portraits in the On-Screen Display will also swap.

Pausing

Pressing **START** will freeze all action and bring you to the Pause screen. The Pause screen displays the following:

- Continue: Resume currently paused gameplay.
- Quit: Quit current game and return to the Main Menu.

Saving

There are two types of saving in the game. The first is auto-saving. When you boot up the game, you'll be allowed to select between three save slots. Options at this screen include:

- Start Game
- Delete

Press the **A** Button to confirm your selection.

Unlocking extras is the second type of saving. This occurs when the game is beaten and extras are unlocked. Each time a save is loaded, any unlocked extras will also be loaded and available from the title screen.

Character Swapping

You'll begin the game with three X-Men at your disposal: Wolverine, Iceman and Colossus. Through the course of the game you'll unlock Nightcrawler. You can swap among any of the X-Men at any time (other than during character-specific areas) to best attack each new challenge. Swapping replaces the previously controlled character with the newly selected one.

The **L** Button is used to character swap in two different ways. By tapping the **L** Button, you can immediately swap to the first character in your queue. This is called a quick swap. Once a swap has been made, the previously controlled character will now be queued up for the next quick swap.

By holding down the **L** Button, the quick-swap character's portrait will disappear and in its place a +Control Pad will show with all available characters' portraits, each assigned to a direction on the +Control Pad. Wolverine is to the right of the pad, Iceman is to the left, Colossus is on the bottom and Nightcrawler (if he's unlocked) is on the top. Holding down the **L** Button will also freeze all action as long as the button is held down.

While still holding the **L** Button, you can move a cursor over any of these characters by pressing **↑**, **↓**, **←** or **→** on the +Control Pad. Whichever character is highlighted by the cursor when the **L** Button is released will be swapped in for gameplay. If you press no direction, or to a character who is not available, the quick-swap character will be loaded instead.

Power-Up Items

There are three types of power-up items that can be found throughout the game. Power-up items are generally hidden in destructible objects, such as boxes, or may be earned after defeating particular enemies. All power-up items take immediate effect and cannot be saved for later. They'll generally take effect on whichever character picks up the item. Power-up items include:

Item	Effect
Health (Red)	Replenishes character's health bar
Charge (Blue)	Fills up one charge meter bar instantly
Revive (Yellow X)	Allows one fallen X-Men character to be available again

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Phone: (310) 255-2050

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